

GAME BOY ADVANCE

AGB-BHNE-USA

HARLEM GLOBETROTTERS®

W  RLD TOUR

HARLEM GLOBETROTTERS

OUTRAGEOUS 2 ON 2 ACTION!

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

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Rev-D (L)



THE ORIGINAL
**HARLEM
GLOBETROTTERS**



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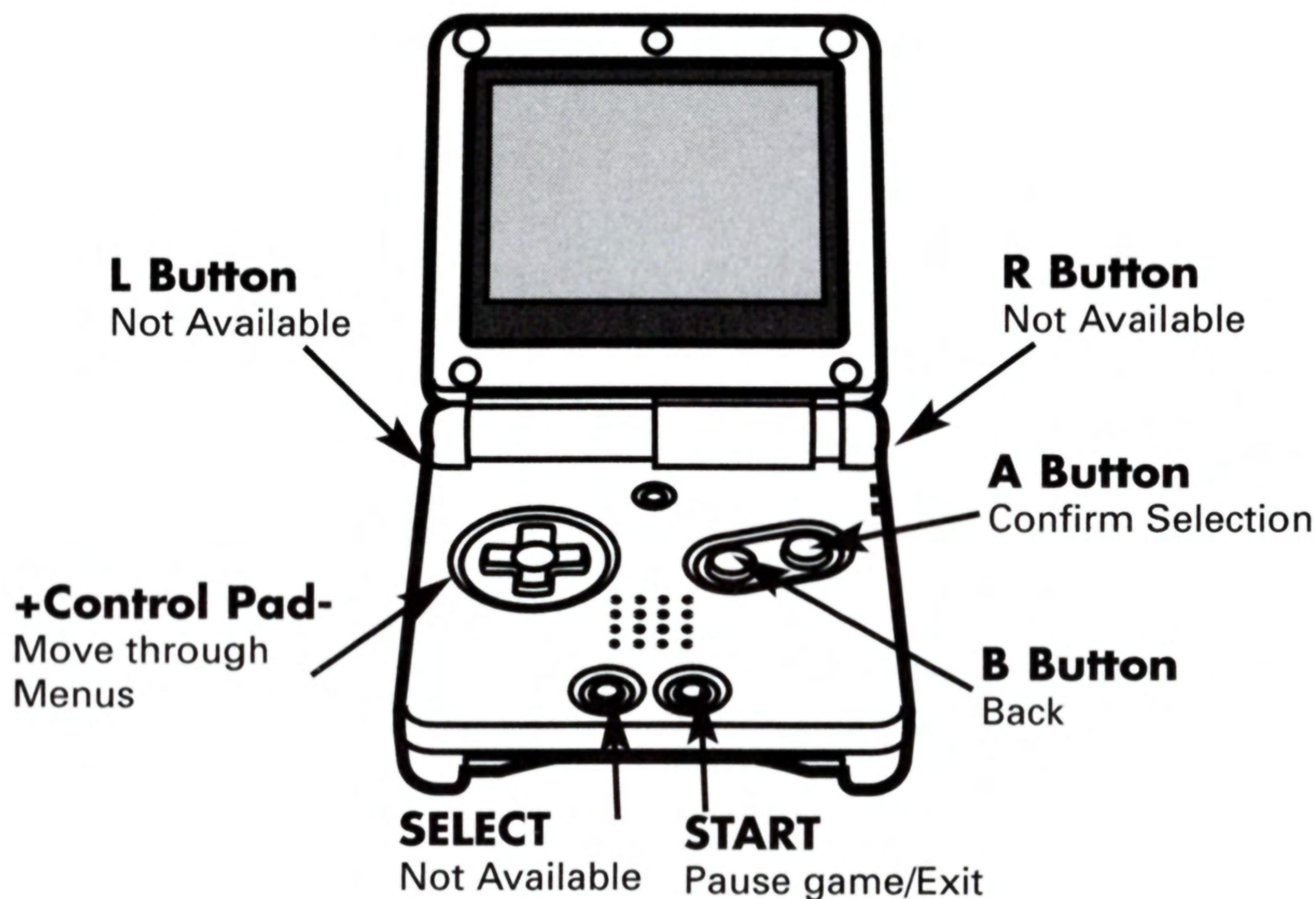
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GETTING STARTED

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. Press START at the title screen.

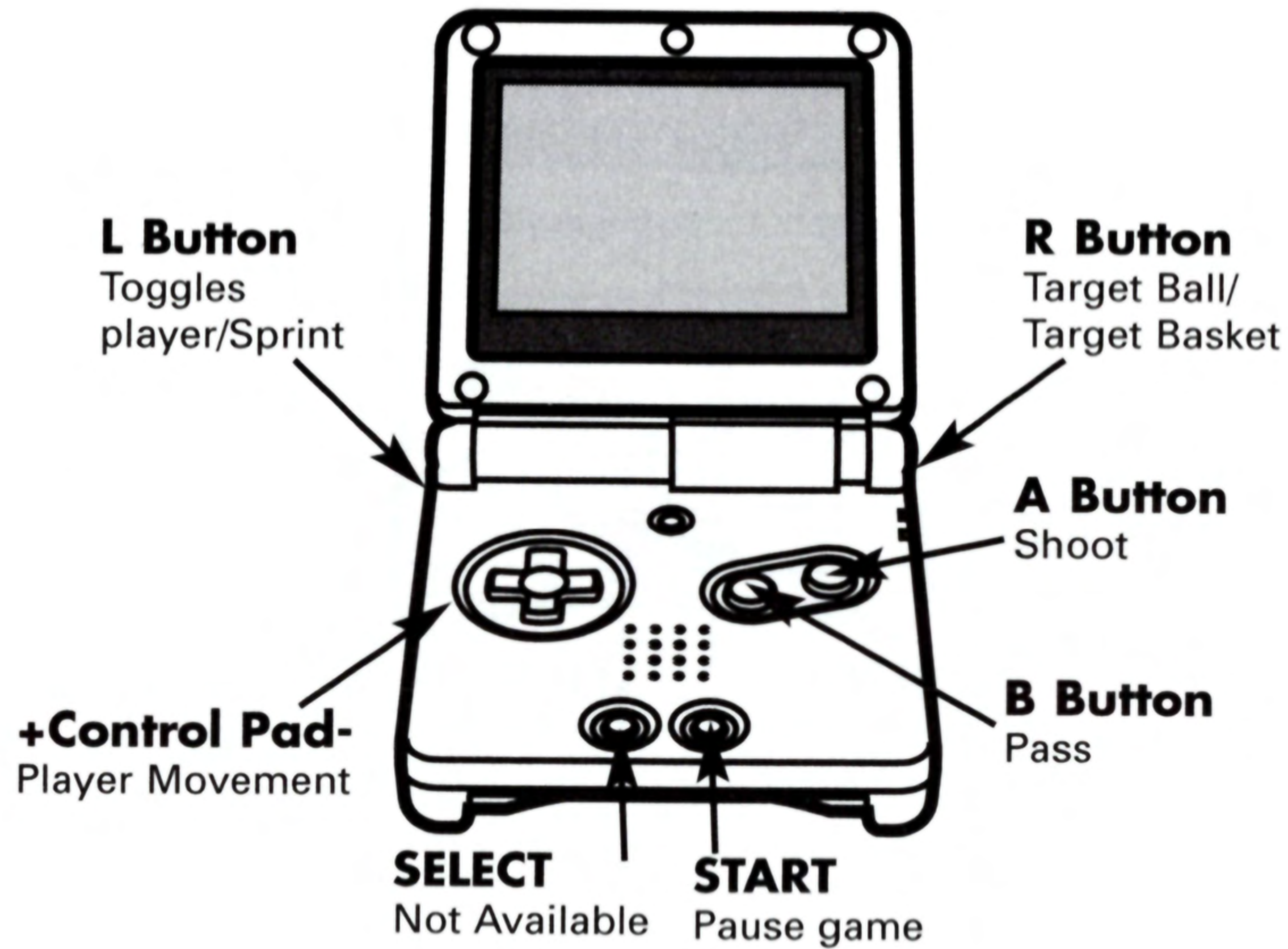
WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

MENU CONTROLS

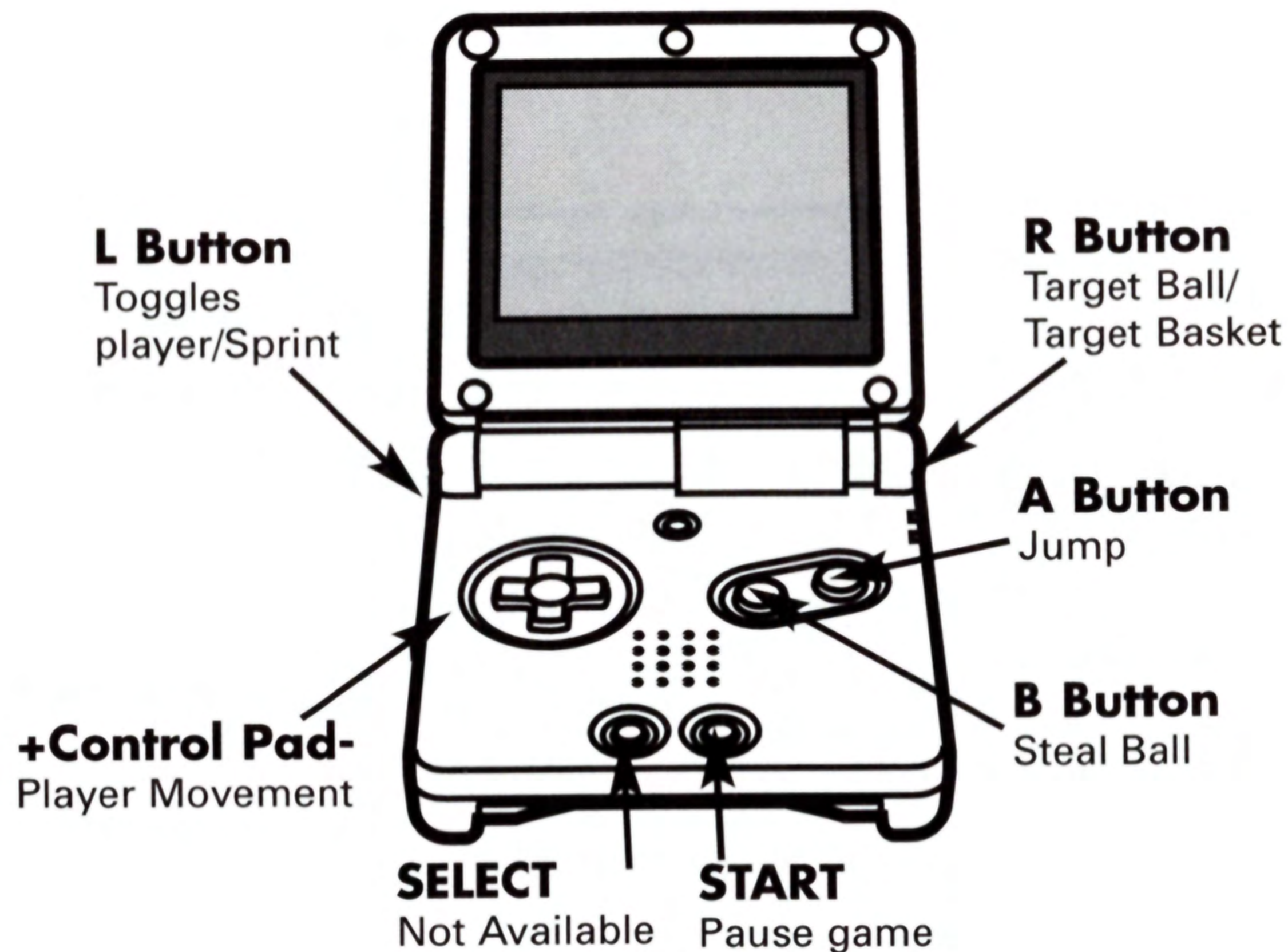


IN-GAME CONTROLS

Offense



Defense



MENU NAVIGATION

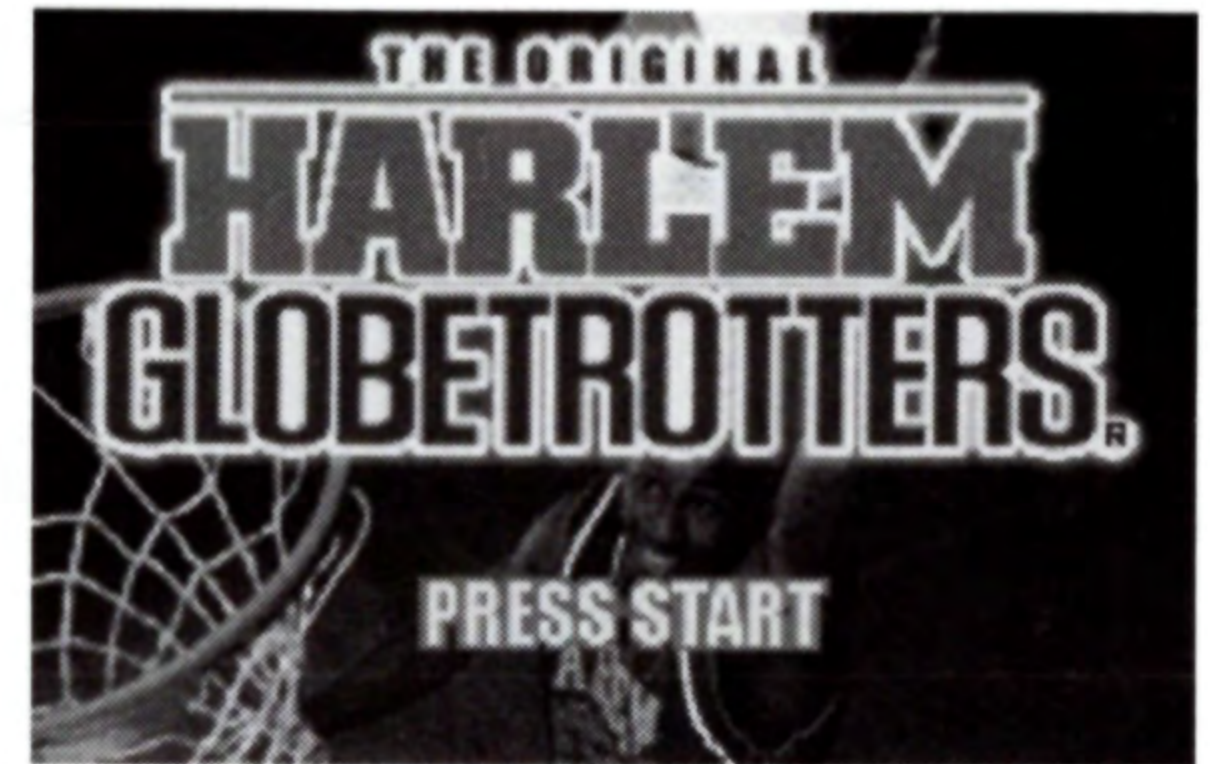
To move through menus, press the Control Pad Left and Right. To confirm a selection, press the A Button. To cancel a selection or return to the previous menu, press the B Button.

INTRODUCTION

Take control of the world's favorite basketball team in two on two full court action in HARLEM GLOBETROTTERS® WORLD TOUR! Guide the players through a world tour of 15 teams as the HARLEM GLOBETROTTERS® attempt to take the world by storm and show off their dazzling array of tricks, dunks, and outrageous playing style! You can also choose a Quick Match where you can play as the HARLEM GLOBETROTTERS® or any of the opposition teams.

OBJECT OF GAME

The object of the game is to become the champion of the World Tour by beating the best of the opposition in the world.



MAIN MENU

Press the Control Pad Up and Down to navigate using the appropriate direction to highlight the desired choice.



New Game: Start a new HARLEM GLOBETROTTERS® WORLD TOUR game.

Continue Game: Continue the HARLEM GLOBETROTTERS® WORLD TOUR game currently loaded onto the Game Boy® Advance system.

Player Profile: Access the player profile to check on unlocked content.

Enter Password: Enter a password to continue from a previous HARLEM GLOBETROTTERS® WORLD TOUR game.

QUICK MATCH



Press the Control Pad Left and Right to navigate using the appropriate direction to highlight the desired choice for the players team.

Once selected, press the Control Pad Left and Right to navigate using the appropriate direction to highlight the desired choice for the opposing team.

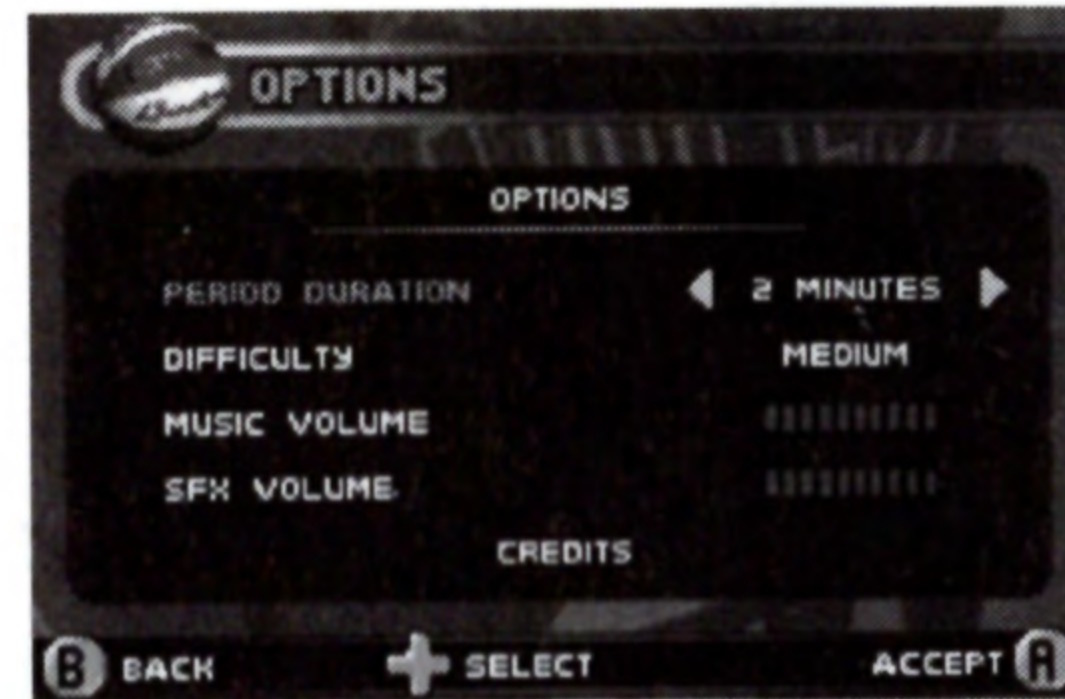
ENTER PASSWORD

Press the Control Pad Left and Right to select the desired character to change. Once the flashing icon surrounds the desired character, press the Control Pad Up and Down to cycle through the available characters.

Once all the characters have been set, press the A Button to accept the password. If the password is correct, a "Password OK!" message will appear. If the password is incorrect, a "Password Invalid!" message will appear.



OPTIONS



Period Duration: Press the Control Pad Left and Right to change the time each of the four periods will last for.

Difficulty: Press the Control Pad Left and Right to change the difficulty of the opponents in the game.

Music Volume: Press the Control Pad Left and Right to change the volume of the music heard in the game.

SFX Volume: Press the Control Pad Left and Right to change the volume of the Sound Effects heard in game.

Credits: To view the credits of those that made the game.

STARTING A NEW GAME



1. From the the WORLD TOUR screen select NEW GAME.

2. At the MAP SCREEN, you will be able to cycle through the teams to be played. Teams that are unlocked, but not beaten will have their flag greyed out. However, their logo will be displayed as selectable.

Those that are unavailable will be grayed out.



3. Select the first team in the list to be taken to the SELECT PLAYERS screen. From here it is possible to cycle through the available players and see their name, roster picture and their stats. Each player in the game has four stats associated with them. Their ability is represented by stars.

The stats are:

SPEED: How quick the player moves on court.

OFFENSE: How adept at shooting and passing the ball the player is.

DEFENSE: How adept at stealing and intercepting the ball when the player is playing defense

STAMINA: How long the player is able to run at full speed before becoming fatigued.

4. Press the Control Pad Left and Right to move the highlight over the desired player. Confirm the choice of player by pressing the A Button. Repeat this process to select the second player.



5. At any point during a match the game can be paused.

From here you are able to select:

Continue: To continue the match.

Quit: To quit the match and exit back out to the MAP SCREEN.



6. At the end of each period, the player is given the opportunity to select:

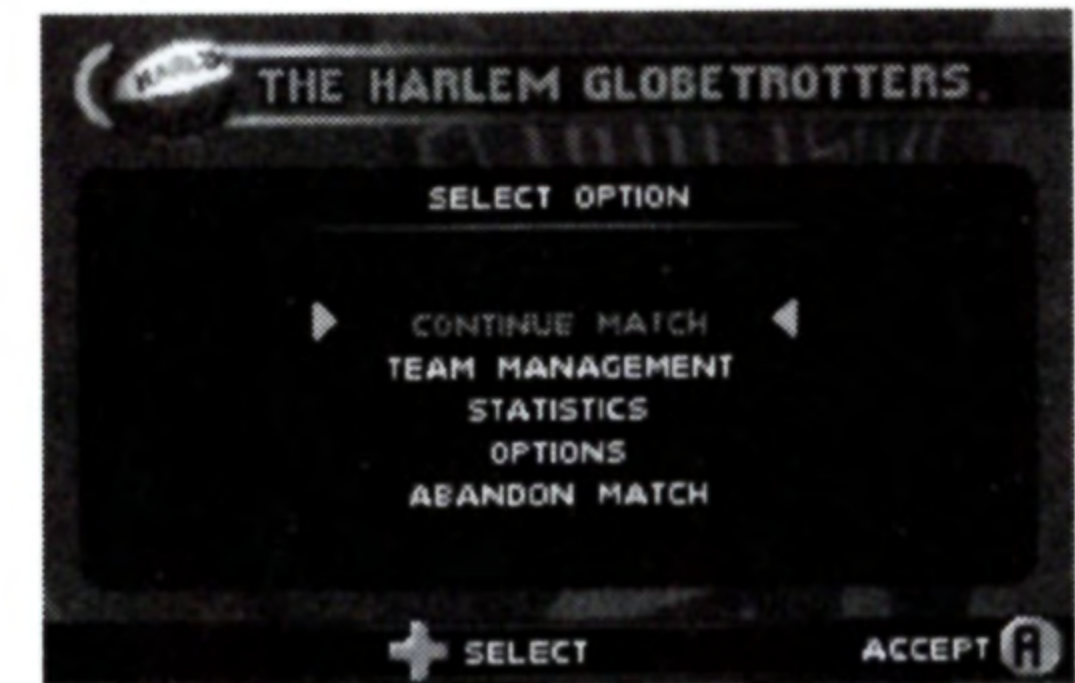
Continue Match: To continue the match.

Team Management: This option is used to make substitutions to the currently selected players.

Statistics: To view all the statistics of the match.

Options: To view the options menu.

Abandon Match: To quit the match and be taken to the main menu.



PLAYING THE GAME



Special Bar: The Special Bar indicates your current flair on the court. The bar fills up as you perform outrageous dunks and passes. When it's maxed out, it is time to show what The HARLEM GLOBETROTTERS® are all about! By filling up the bar, gravity defying dunks that have made the HARLEM GLOBETROTTERS® a household name are unlocked.

Stamina Bar: This indicates how much stamina the selected player has. By holding down the L Button, the player is able to get a temporary boost for their character. Over time this diminishes and then regenerates. Over the course of a match, however, it will degrade depending on the selected players stats. Make sure to use the substitutions wisely to ensure the squad is always at 100% fitness.

Player Arrow: This indicates which of the two characters is currently under player control. Tap the L Button to swap players when in offense and defense. This is useful for getting a selected character into the action quickly!

Opponents Special Bar: This is how much special power the opponents have.

TIP OFF

Press the A Button to start the game. When the referee throws the ball in the air, press the A Button again to pass the ball back to your teammate and get the match underway.



PASSING

By tapping the B Button, the player is able to perform a pass. The type of pass depends on the player's position on court and how much their special bar is filled up. Try experimenting with different combinations to see what zany passes are available!

1 -2 PASSING

To perform a quick 1 -2 pass, tap the R Button just after releasing a pass. This is a good way of performing a quick break and linking lightning fast passes between teammates.

SHOOTING

Press the A Button at any time to shoot when in offense. The button is pressed twice-the first time to initiate the shot and the second time to release the ball. With practice and timing you too can shoot like the superstars on the HARLEM GLOBETROTTERS® roster!



Depending on your distance from the basket, the type of shot will intuitively change. Try experimenting and seeing what awesome shot types you can find!

SPRINTING

Press and hold the L Button to sprint. This is useful for initiating a break or for getting out of a crowded situation. Just remember that your characters won't be able to sprint forever!

BASKET HANG

As any decent basketball player will know, it's not just about getting the ball through the hoop. It's about doing it with style!

After performing a dunk by holding down the A Button, you will be able to hang on the rim for a short period to try to fill up the special bar.



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